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Caesar Rivise Bernstein
Cohen & Pokotilow LTD
12th Floor 7 Penn Center
1635 Market Street
Philadelphia, PA 19103-2212

EXAMINER

DASS, HARISH T

ART UNIT	PAPER NUMBER
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3628

DATE MAILED: 04/29/2004

Please find below and/or attached an Office communication concerning this application or proceeding.

Office Action Summary

Application No.

09/552,887

Applicant(s)

KOWALICK, GREGORY

Examiner

Harish T Dass

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-- The MAILING DATE of this communication appears on the cover sheet with the correspondence address --

Period for Reply

A SHORTENED STATUTORY PERIOD FOR REPLY IS SET TO EXPIRE 3 MONTH(S) FROM THE MAILING DATE OF THIS COMMUNICATION.

- Extensions of time may be available under the provisions of 37 CFR 1.136(a). In no event, however, may a reply be timely filed after SIX (6) MONTHS from the mailing date of this communication.
- If the period for reply specified above is less than thirty (30) days, a reply within the statutory minimum of thirty (30) days will be considered timely.
- If NO period for reply is specified above, the maximum statutory period will apply and will expire SIX (6) MONTHS from the mailing date of this communication.
- Failure to reply within the set or extended period for reply will, by statute, cause the application to become ABANDONED (35 U.S.C. § 133). Any reply received by the Office later than three months after the mailing date of this communication, even if timely filed, may reduce any earned patent term adjustment. See 37 CFR 1.704(b).

Status

- 1) ☒ Responsive to communication(s) filed on 09 February 2004.
- 2a) ☐ This action is **FINAL**. 2b) ☒ This action is non-final.
- 3) ☐ Since this application is in condition for allowance except for formal matters, prosecution as to the merits is closed in accordance with the practice under *Ex parte Quayle*, 1935 C.D. 11, 453 O.G. 213.

Disposition of Claims

- 4) ☒ Claim(s) 1-15 and 17-32 is/are pending in the application.
- 4a) Of the above claim(s) _____ is/are withdrawn from consideration.
- 5) ☐ Claim(s) _____ is/are allowed.
- 6) ☒ Claim(s) 1-15 and 17-32 is/are rejected.
- 7) ☐ Claim(s) _____ is/are objected to.
- 8) ☐ Claim(s) _____ are subject to restriction and/or election requirement.

Application Papers

- 9) ☐ The specification is objected to by the Examiner.
- 10) ☐ The drawing(s) filed on _____ is/are: a) ☐ accepted or b) ☐ objected to by the Examiner.
Applicant may not request that any objection to the drawing(s) be held in abeyance. See 37 CFR 1.85(a).
Replacement drawing sheet(s) including the correction is required if the drawing(s) is objected to. See 37 CFR 1.121(d).
- 11) ☐ The oath or declaration is objected to by the Examiner. Note the attached Office Action or form PTO-152.

Priority under 35 U.S.C. § 119

- 12) ☐ Acknowledgment is made of a claim for foreign priority under 35 U.S.C. § 119(a)-(d) or (f).
- a) ☐ All b) ☐ Some * c) ☐ None of:
1. ☐ Certified copies of the priority documents have been received.
2. ☐ Certified copies of the priority documents have been received in Application No. _____.
3. ☐ Copies of the certified copies of the priority documents have been received in this National Stage application from the International Bureau (PCT Rule 17.2(a)).
- * See the attached detailed Office action for a list of the certified copies not received.

Attachment(s)

- 1) ☒ Notice of References Cited (PTO-892)
- 2) ☐ Notice of Draftsperson's Patent Drawing Review (PTO-948)
- 3) ☐ Information Disclosure Statement(s) (PTO-1449 or PTO/SB/08)
Paper No(s)/Mail Date _____.
- 4) ☐ Interview Summary (PTO-413)
Paper No(s)/Mail Date. _____.
- 5) ☐ Notice of Informal Patent Application (PTO-152)
- 6) ☐ Other: _____.

Continued Examination Under 37 CFR 1.114

1. A request for continued examination under 37 CFR 1.114, including the fee set forth in 37 CFR 1.17(e), was filed in this application after final rejection. Since this application is eligible for continued examination under 37 CFR 1.114, and the fee set forth in 37 CFR 1.17(e) has been timely paid, the finality of the previous Office action has been withdrawn pursuant to 37 CFR 1.114. Applicant's submission filed on 2/9/2004 has been entered.

DETAILED ACTION

Note: Claim 16 is cancelled.

Claim Rejections - 35 USC § 102

2. The following is a quotation of the appropriate paragraphs of 35 U.S.C. 102 that form the basis for the rejections under this section made in this Office action:

A person shall be entitled to a patent unless –

(e) the invention was described in (1) an application for patent, published under section 122(b), by another filed in the United States before the invention by the applicant for patent or (2) a patent granted on an application for patent by another filed in the United States before the invention by the applicant for patent, except that an international application filed under the treaty defined in section 351(a) shall have the effects for purposes of this subsection of an application filed in the United States only if the international application designated the United States and was published under Article 21(2) of such treaty in the English language.

Claims 17, 19-22, 24 & 28-31 are rejected under 35 U.S.C. 102(e) as being anticipated by Crevelt et al (hereinafter Crevelt - US 5,902,983).

Re. Claim 17, Crevelt substantially discloses the current invention of a gaming machine with various input device such as key pad, card reader (cashless and tokenless) to enter biometric data (PIN number, finger print or retinal information hereinafter PIN will

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be used), a finger print imaging device (biometric registration apparatus or verifying a player's identity), a retinal scan (biometric registration apparatus or verifying a player's identity), etc and (a) providing a tokenless biometric registration apparatus having at least one registration biometric input means for a user to input a biometric sample, said biometric registration apparatus having at least one payment input means, said biometric registration apparatus connected to a central computer having a central data repository [see Re. Claim 1 and Abstract; C3 L19-L42; C4 L54 to C6 L9; C9 L1-L30], (b) providing a plurality of kiosks (ATM or gaming apparatus), each kiosk (ATM) connected to said central computer, each kiosk having at least one kiosk biometric input means (key pad, finger print or retinal scan) [C1 L64 to C2 L29; C9 L1-L19], (c) registering a user comprising the steps of inputting at least one biometric sample of the user into the registration biometric input means, storing unique biometric data created by the biometric input means in the central data repository but not associating the unique biometric data with other details of identity of the player, inputting into the payment input means an amount of money, and storing the amount of money input in a unique user's account in the central computer associated solely with the at least one biometric sample of the user [see Re. Claim 1 and C4 L54 C6 L9; C9 L1-L29; C12 L20-L27], (d) identifying said user at one of said plurality of kiosks (ATM) by said user entering a kiosk biometric sample (PIN) input into said one of said plurality of kiosk biometric input (PIN number) means and comparing it to said unique biometric data stored in said central data repository [C4 L54 C6 L9; C9 L1-L29; C12 L20-L27; C1 L64 to C2 L29], (e) authorizing said user at said one of said plurality of kiosks (ATMs) to access said unique

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user's account for a transaction [Abstract; Figures 2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9], (f) debiting and or crediting said unique player's account based on the transaction [C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9], and (g) paying said user any money remaining in said user's account, when said user desires to cancel said unique user's account [C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9].

Re. Claims 19-20, Crevelt discloses where the step including providing the payment input means includes providing a payment input means that accepts credit cards, debit cards, or money access cards and where the step including providing the payment input means includes providing a payment input means that accepts currency [C1 L6 to C2 L13].

Re. Claims 21-22, Crevelt discloses including the step of purging the unique biometric data and the unique player's account from the central computer after the step of paying said player any money remaining in said player's account, to provide for privacy of the player, and including the step of providing a keypad on the biometric registration apparatus for using a PIN and wherein the step of registering a player includes entering a PIN [C7 L52 to C9 L29].

Re. Claim 24, Crevelt substantially discloses the current invention of a gaming machine with various input device such as key pad, card reader (cashless and tokenless) to

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enter biometric data (PIN number, finger print or retinal information hereinafter PIN will be used), a finger print imaging device (biometric registration apparatus or verifying a player's identity), a retinal scan (biometric registration apparatus or verifying a player's identity), etc and (a) providing the plurality of gaming apparatus, each gaming apparatus connected to a central computer having a central data repository, each gaming apparatus having at least one gaming apparatus biometric input (PIN number input such as key pad, etc.) means and a money input means [C1 L27-L30; C5 L6-L21], (b) allowing a player to play on any of said gaming apparatus (different machine) by inputting money into said money input means [C11 L10-L35], (c) after the player plays on a gaming apparatus, registering said player comprising the steps of inputting at least one biometric sample of the player into the gaming apparatus biometric input means, storing unique biometric data created by the biometric input means in the central data repository but not associating the unique biometric data with other details of identity of the player, crediting to a unique player's account in the central computer an amount of money associated with the at least one biometric sample of the player [see Re. Claim 1 and C4 L54 C6 L9; C9 L1-L29; C12 L20-L27], (d) allowing a player to play on another of said gaming apparatus (different machine) by inputting money into said money input means or by accessing said unique player's account of said player by inputting said biometric sample of said player into the gaming apparatus biometric input means and comparing said biometric sample to said unique biometric data stored in said central data repository [see Re. Claim 1 and C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9-L65; C11 L9-L35], (e) debiting and or crediting said unique player's account based

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on the player's wins and losses at said another gaming apparatus until said player logs off by exhausting his account, collecting his winnings, or until said player inputs the biometric sample of said player into said gaming apparatus biometric input means [see Re. Claim 1 and C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9], and (f) comparing said biometric sample to said biometric data stored in said central data repository and crediting or debiting said unique player's account accordingly; whereby a player can move to another of the plurality of gaming apparatus, input a biometric sample into one of the at least one gaming apparatus biometric input means, play the gaming apparatus for a period of time, and log off the gaming apparatus, said unique player's account being credited and debited for wins and losses on the gaming apparatus [C4 L54 C6 L9; C9 L1-L29; C12 L20-L27].

Re. Claims 28-29, Crevelt discloses where the step including providing the payment input means includes providing a payment input means that accepts credit cards, debit cards, or money access cards and where the step including providing the payment input means includes providing a payment input means that accepts currency [C1 L6 to C2 L13].

Re. Claims 30-31, Crevelt discloses where the step of providing the plurality of gaming apparatus includes providing slot machines and video gaming machines [C1 L39-L47; C3 L1-L11; C4 L53-L67], and where the step of providing the plurality of gaming apparatus includes providing generic access machines [C11 L35-L52].

Claim Rejections - 35 USC § 103

3. The following is a quotation of 35 U.S.C. 103(a) which forms the basis for all obviousness rejections set forth in this Office action:

(a) A patent may not be obtained though the invention is not identically disclosed or described as set forth in section 102 of this title, if the differences between the subject matter sought to be patented and the prior art are such that the subject matter as a whole would have been obvious at the time the invention was made to a person having ordinary skill in the art to which said subject matter pertains. Patentability shall not be negated by the manner in which the invention was made.

Claims 1-15, 18, 25-27 & 32 are rejected under 35 U.S.C. 103(a) as being unpatentable over Crevelt in view of de la Huerca (US 5,960,085).

Re. Claim 1, Crevelt substantially discloses the current invention of a gaming machine with various input device such as key pad, card reader (cashless and tokenless) to enter biometric data (PIN number, finger print or retinal information hereinafter PIN will be used), a finger print imaging device (biometric registration apparatus or verifying a player's identity), a retinal scan (biometric registration apparatus or verifying a player's identity), etc and (a) providing a tokenless biometric registration apparatus (card reader and key pad for entering PIN data) having at least one registration biometric input means for a user to input a biometric sample (PIN), said biometric registration apparatus having at least one payment input means, said biometric registration apparatus connected to a central computer having a central data repository [see entire document particularly, Abstract; C3 L19-L42; C4 L54 to C6 L9; C9 L1-L30], (b) providing the plurality of gaming apparatus, each gaming apparatus connected to said central computer, each gaming apparatus having at least one gaming apparatus and various

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inputs and handshake protocol [C1 L27-L30; C5 L6-L21], (c) registering a player comprising the steps of inputting at least one biometric sample (PIN) of the player into the registration biometric input means (key pad), storing unique biometric data (PIN) created by the biometric input means in the central data repository but not associating the unique biometric data (PIN) with other details of identity of the player (PIN number is associated with user's login name and does not associates with other details or user), inputting into the payment input means an amount of money, and storing the amount of money input in a unique player's account in the central computer associated with the at least one biometric sample of the player (PIN) [C4 L54 C6 L9; C9 L1-L29; C12 L20-L27], (d) identifying said player at one of said plurality of gaming apparatus by said player entering a gaming apparatus biometric sample (PIN) input into said one of said plurality of gaming apparatus biometric input (PIN number, SmartCard, finger print, retinal scan, etc) means and comparing it to said unique biometric data stored in said central data repository [C4 L54 C6 L9; C9 L1-L29; C12 L20-L27], (e) authorizing said player at said one of said plurality of gaming apparatus to play on said one of said plurality of gaming apparatus [Abstract; Figures 2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9], (f) debiting and or crediting said unique player's account based on the player's wins and losses (won or lost) at the gaming apparatus until said player logs off using said player logoff means or until said player's account is exhausted [C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9], and (g) paying said player any money remaining in said player's account after said player no longer desires to play, whereby a player can move to another of the plurality of gaming apparatus, input a biometric

sample into one of the at least one gaming apparatus biometric input means, play the gaming apparatus for a period of time, and log off the gaming apparatus, said unique player's account being credited and debited for wins and losses on the gaming apparatus [Fig. 1-2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9].

Crevelt, explicitly, does not disclose an apparatus having biometric input means and a player logoff means. However, de la Huerga (US 5,960,085) discloses a system with detection devices (speech recognition and fingerprint scanners) to analyze one or more characteristics of a person accessing the computer and when a user leaves the computer terminal (game machine, lap top, etc) the system logs off the computer [Abstract; C3 L26-L46; C4 L14-L24] to track the presence of an authorized user. It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt and de la Huerga to prevent unauthorized use of terminal (gaming machine) when an authorized user leaves.

Re. Claim 2, Crevelt , discloses plurality of apparatus, but explicitly, does not disclose apparatus with the player logoff means includes providing a player logoff proximity sensor. However, de la Huerga (US 5,960,085) discloses a system with detection devices (speech recognition and fingerprint scanners) to analyze one or more characteristics of a person accessing the computer and when a user leaves the computer terminal (game machine, lap top, etc) the system logs off the computer [Abstract; C3 L26-L46; C4 L14-L24] to track the presence of an authorized user. It

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would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt and de la Huerga to prevent unauthorized use of terminal (gaming machine) when an authorized user leaves.

Re. Claim 3, Crevelt , explicitly, does not disclose gaming apparatus with the player logoff means includes providing a player logoff button. However, this is not an inventive step and it is well known that the game machines are equipped with logoff button to reset the machine for next player.

Re. Claims 4-5, Crevelt discloses where the step of paying said player money remaining in said player's account includes providing a payout machine having a payout input means and where the step of providing the payout machine includes providing a payout machine that is integral to at least one of said casino gaming apparatus [C3 L12-L67].

Re. Claim 6, Crevelt, explicitly, does not disclose where the steps including providing the registration biometric input means and the gaming apparatus biometric input means that utilize fingerprints; hand prints, retina scans, or voice prints. However, de la Huerga (US 5,960,085) discloses a system with biometric detection devices (speech recognition and fingerprint scanners) to logon (biometric registration) [Abstract; C3 L26-L46; C4 L14-L24] to the system and start using the system (game machine, lap top, etc). It would have been obvious at the time the invention was made to a person having

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ordinary skill in the art to combine the disclosures of Crevelt and de la Huerga to prevent unauthorized use of terminal (gaming machine) by others whose biometric data does not match.

Re. Claims 7-8, Crevelt discloses where the step including providing the payment input means includes providing a payment input means that accepts credit cards, debit cards, or money access cards and where the step including providing the payment input means includes providing a payment input means that accepts currency [C1 L6 to C2 L13].

Re. Claims 9-10, Crevelt discloses where the step of providing the plurality of gaming apparatus includes providing slot machines and video gaming machines [C1 L39-L47; C3 L1-L11; C4 L53-L67], and where the step of providing the plurality of gaming apparatus includes providing generic access machines [C11 L35-L52].

Re. Claims 11-12, Crevelt discloses the step of collecting player data related to players' use of said plurality of casino gaming apparatus to the central computer having the central data repository, and where the player data collected includes data concerning type of casino gaming apparatus, quantity of casino gaming apparatus played, time spent on each casino gaming apparatus, and money spent on each casino gaming apparatus [C5 L35-L40; C6 L41-L65].

Re. Claim 13, Crevelt substantially discloses the current invention of a gaming machine with various input device such as key pad, card reader (cashless and tokenless) to enter biometric data (PIN number, finger print or retinal information hereinafter PIN will be used), a finger print imaging device (biometric registration apparatus or verifying a player's identity), a retinal scan (biometric registration apparatus or verifying a player's identity), etc and (a) providing a tokenless biometric registration apparatus having at least one registration biometric input means for a user to input a biometric sample, said biometric registration apparatus having at least one payment input means, said biometric registration apparatus connected to a central computer having a central data repository [Abstract; C3 L19-L42; C4 L54 to C6 L9; C9 L1-L30], (b) providing the plurality of gaming apparatus, each gaming apparatus connected to said central computer, each gaming apparatus having at least one gaming apparatus and various inputs and handshake protocol [C1 L27-L30; C5 L6-L21], (c) registering a player comprising the steps of inputting at least one biometric sample (PIN) of the player into the registration biometric input means (PIN number, SmartCard, finger print, retinal scan, etc), storing unique biometric data (PIN) created by the biometric input means in the central data repository, inputting into the payment input means an amount of money, and storing the amount of money input in a unique player's account in the central computer associated with the at least one biometric sample of the player [C4 L54 C6 L9; C9 L1-L29; C12 L20-L27], (d) identifying said player at one of said plurality of gaming apparatus by said player entering a gaming apparatus biometric sample (PIN) input into said one of said plurality of gaming apparatus biometric input means (PIN

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number, SmartCard, finger print, retinal scan, etc) and comparing it to said unique biometric data stored in said central data repository [C4 L54 C6 L9; C9 L1-L29; C12 L20-L27], (e) authorizing said player at said one of said plurality of gaming apparatus to play on said one of said plurality of gaming apparatus [Abstract; Figures 2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9], (f) debiting and or crediting said unique player's account based on the player's wins and losses at the gaming apparatus until said player logs off using said player logoff means or until said player's account is exhausted [C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9], (g) paying said player any money remaining in said player's account after said player no longer desires to play [Fig. 1-2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9], and (h) purging the unique biometric data and the unique player's account from the central computer after the step of paying said player any money remaining in said player's account, to provide for privacy of the player [C7 L52 to C9 L29], whereby a player can move to another of the plurality of gaming apparatus, input a biometric sample into one of the at least one gaming apparatus biometric input means, play the gaming apparatus for a period of time, and log off the gaming apparatus, said unique player's account being credited and debited for wins and losses on the gaming apparatus [Fig. 1-2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9]. Crevelt, explicitly, does not disclose an apparatus having biometric input means and a player logoff means. However, de la Hueraga (US 5,960,085) discloses a system with detection devices (speech recognition and fingerprint scanners) to analyze one or more characteristics of a person accessing the computer and when a user leaves the computer terminal (game

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machine, lap top, etc) the system logs off the computer [Abstract; C3 L26-L46; C4 L14-L24] to track the presence of an authorized user. It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt and de la Huerga to prevent unauthorized use of terminal (gaming machine) when an authorized user leaves.

Re. Claim 14, Crevelt discloses including the step of purging the unique biometric data and the unique player's account from the central computer after the step of paying said player any money remaining in said player's account, to provide for privacy of the player, and including the step of providing a keypad on the biometric registration apparatus for using a PIN and wherein the step of registering a player includes entering a PIN [C7 L52 to C9 L29].

Re. Claim 15, Crevelt discloses wherein the step of providing the plurality of gaming apparatus includes providing gaming apparatus having a video screen for displaying information related to the player's unique player's account [C1 L6-L17; C3 L19-L28].

Re. Claim 18, Crevelt, explicitly, does not disclose where the steps including providing the registration biometric input means and the gaming apparatus biometric input means that utilize fingerprints; hand prints, retina scans, or voice prints. However, de la Huerga (US 5,960,085) discloses a system with biometric detection devices (speech recognition and fingerprint scanners) to logon (biometric registration) [Abstract; C3 L26-L46; C4

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L14-L24] to the system and start using the system (game machine, lap top, etc). It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt and de la Huerga to prevent unauthorized use of terminal (gaming machine) by others whose biometric data does not match.

Re. Claims 25-26 Crevelt discloses where the step of paying said player money remaining in said player's account includes providing a payout machine having a payout input means and where the step of providing the payout machine includes providing a payout machine that is integral to at least one of said casino gaming apparatus [C3 L12-L67]. Crevelt, explicitly, does not disclose input biometric. However, de la Huerga discloses a system with biometric input means (speech recognition and fingerprint scanners) [Abstract; C3 L26-L46; C4 L14-L24] to logon to the system. It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt and de la Huerga to prevent unauthorized use of terminal (gaming machine) by others whose biometric data does not match.

Re. Claim 27, Crevelt, explicitly, does not disclose where the steps including providing the registration biometric input means and the gaming apparatus biometric input means that utilize fingerprints; hand prints, retina scans, or voice prints. However, de la Huerga discloses a system with biometric detection devices (speech recognition and fingerprint scanners) to logon (biometric registration) [Abstract; C3 L26-L46; C4 L14-L24] to the

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system and start using the system (game machine, lap top, etc). It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt and de la Huerga to prevent unauthorized use of terminal (gaming machine) by others whose biometric data does not match.

Re. Claim 32, Crevelt substantially discloses the current invention of a gaming machine with various input device such as key pad, card reader (cashless and tokenless) to enter biometric data (PIN number, finger print or retinal information hereinafter PIN will be used), a finger print imaging device (biometric registration apparatus or verifying a player's identity), a retinal scan (biometric registration apparatus or verifying a player's identity), etc and (a) providing a tokenless biometric registration apparatus having at least one registration biometric input means for a user to input a biometric sample, said biometric registration apparatus having at least one payment input means, said biometric registration apparatus connected to a central computer having a central data repository [see Re. Claim 1 and C3 L19-L42; C4 L54 to C6 L9; C9 L1-L30], (b) providing the plurality of gaming apparatus, each gaming apparatus connected to said central computer, each gaming apparatus having at least one gaming apparatus and various inputs and handshake protocol [C1 L27-L30; C5 L6-L21], (c) registering a player comprising the steps of inputting at least one biometric sample of the player into the registration biometric input means, storing unique biometric data created by the biometric input means in the central data repository, inputting into the payment input means an amount of money, and storing the amount of money input in a unique player's

account in the central computer associated with the at least one biometric sample of the player [see Re. Claim 1 and C4 L54 C6 L9; C9 L1-L29; C12 L20-L27], (d) identifying said player at one of said plurality of gaming apparatus by said player entering a gaming apparatus biometric sample input into said one of said plurality of gaming apparatus biometric input means and comparing it to said unique biometric data stored in said central data repository [see Re. Claim 1 and C4 L54 C6 L9; C9 L1-L29; C12 L20-L27], (e) authorizing said player at said one of said plurality of gaming apparatus to play on said one of said plurality of gaming apparatus [Abstract; Figures 2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9], (f) debiting and or crediting said unique player's account based on the player's wins and losses at the gaming apparatus until said player logs off using said player logoff means or until said player's account is exhausted [C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9], and (g) paying said player any money remaining in said player's account after said player no longer desires to play; whereby a player can move to another of the plurality of gaming apparatus, input a biometric sample into one of the at least one gaming apparatus biometric input means, play the gaming apparatus for a period of time, and log off the gaming apparatus, said unique player's account being credited and debited for wins and losses on the gaming apparatus [Fig. 1-2, 4-5; C1 L6 to C2 L29; C3 L12 to C4 L30; C4 L 54 to C6 L9]. Crevelt, explicitly, does not disclose an apparatus having biometric input means and a player logoff means. However, de la Huerga (US 5,960,085) discloses a system with detection devices (speech recognition and fingerprint scanners) to analyze one or more characteristics of a person accessing the computer and when a user leaves the

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computer terminal (game machine, lap top, etc) the system logs off the computer [Abstract; C3 L26-L46; C4 L14-L24] to track the presence of an authorized user. It would have been obvious at the time the invention was made to a person having ordinary skill in the art to combine the disclosures of Crevelt and de la Huerga to prevent unauthorized use of terminal (gaming machine) when an authorized user leaves.

Claim 23 is rejected under 35 U.S.C. 103(a) as being unpatentable over Crevelt in view of Soltest et al (hereinafter Soltest -US 2001/0011680 A1).

Re. Claim 23 Crevelt discloses display [C1 L6-L17; C3 L19-L27]. Crevelt, , explicitly, does not disclose wherein the step of providing the plurality of kiosks includes providing kiosks having a video screen for displaying information related to the user's unique user's account. However, Soltest discloses this step [Abs; Fig. 1; C2 paragraphs 0006, 0016-0017, 0028] to monitor the account. It would have been obvious to one of ordinary skill in the art at the time the Applicant's invention was made to combine the teaching of Crevelt and Soltest to provide account-monitoring means for informing the user about his/her account.

Response to Arguments

4. Applicant's arguments with respect to claims have been considered but are moot in view of the new ground(s) of rejection.

Conclusion

The prior art made of record and not relied upon is considered pertinent to applicant's disclosure. Applicant is required under 37 CFR ' 1.111 (c) to consider the references fully when responding to this action.

US 5,613,012 to Hoffman et al, Mar. 18, 1997 "Tokenless identification system for authorization of electronic transactions and electronic transmissions" discloses use of tokens and credit cards in today's financial world is pervasive. A token would be any inanimate object which confers a capability to the individual presenting the object. Remote access of every financial account is through the use of tokens or plastic cards. Whether buying groceries with debit cards or consumer goods with credit cards, at the heart of that transaction is a money transfer enabled by a token, which acts to identify an individual and the financial account he is accessing.

WO 99/64887, PCT, Steggles, Dec. 16, 1999 "Location system", discloses a system such as a computer network to have information about location of all the equipment attached to the network and also information about the locations of people using the network and their particular needs at any given time. Usually, the people using the network are mobile but the equipment is fixed. However, in systems such as radio networks, portable equipment can be part of the network and communicates with the network by radio, and even in wired networks equipment can usually be moved around or rotated.

US 6,092,192, Kanevsky et al, Jul. 18, 2000 "Apparatus and methods for providing repetitive enrollment in a plurality of biometric recognition systems based on an initial enrollment", discloses an apparatus for providing repetitive enrollment in a plurality of biometric recognition systems based on an initial enrollment is provided. The apparatus includes an extractor for extracting a biometric attribute from a user. Further, a server is included, operatively coupled to the extractor, for interfacing with the plurality of biometric recognition systems to receive requests for biometric attributes therefrom and transmit biometric attributes thereto. The server has a memory device for storing the biometric attribute.

pincity.com, Mar. 3, 2000, discloses online management of long distance and International calls account (total of 10 pages).

Any inquiry concerning this communication or earlier communications from the examiner should be directed to Harish T Dass whose telephone number is 703-305-4694. The examiner can normally be reached on 8:00 AM to 4:50 PM.

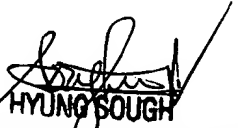
If attempts to reach the examiner by telephone are unsuccessful, the examiner's supervisor, Hyung S Sough can be reached on 703-308-0505. The fax phone number for the organization where this application or proceeding is assigned is 703-872-9306.

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Information regarding the status of an application may be obtained from the Patent Application Information Retrieval (PAIR) system. Status information for published applications may be obtained from either Private PAIR or Public PAIR. Status information for unpublished applications is available through Private PAIR only. For more information about the PAIR system, see <http://pair-direct.uspto.gov>. Should you have questions on access to the Private PAIR system, contact the Electronic Business Center (EBC) at 866-217-9197 (toll-free).

Harish T Dass HTD
Examiner
Art Unit 3628

4/26/04


HYUNG SOUGH
SUPERVISORY PATENT EXAMINER
TECHNOLOGY CENTER 3600